

Please replace the paragraph beginning at page 5, line 15, with the following rewritten paragraph:

A2 --Fig. 17 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by dragging the selectors from the side of the game display;--

Please replace the paragraph beginning at page 5, line 18, with the following rewritten paragraph:

A3 --Fig. 18 is a more detailed flowchart of the "update 3D data" routine of Fig. 12;--

Please replace the paragraph beginning at page 5, line 20, with the following rewritten paragraph:

A4 --Fig. 19 is a more detailed flowchart of the "determined payout" routine of Fig. 12;--

Please replace the paragraph beginning at page 5, line 22, with the following rewritten paragraph:

A5 --Fig. 20 is an exemplary pay table that may be used by one or more of the gaming units for win evaluation processing;--

Please replace the paragraph beginning at page 5, line 24, with the following rewritten paragraph:

A6 --Fig. 21 is an exemplary reel strip layout that may be used by one or more of the gaming units for win evaluation processing;--

Please replace the paragraph beginning at page 5, line 27, with the following rewritten paragraph:

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A7 --Fig. 22 is a flowchart of an embodiment of an individual layer win valuation routine that may be performed by one or more of the gaming units;--

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Please replace the paragraph beginning at page 5, line 30, with the following rewritten paragraph:

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A8 --Fig. 23 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a traditional 5x3 reel layout is extended to 10x3 layout by adding one "Z" layer;--

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Please replace the paragraph beginning at page 6, line 1, with the following rewritten paragraph:

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A9 --Fig. 24 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind scatter win on the base layer with four additional scatters on the "Z" layer; and--

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Please replace the paragraph beginning at page 6, line 5, with the following rewritten paragraph:

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A10 --Fig. 25 is a symbolic diagram illustrating an exemplary three-dimensional play mode including additional win evaluation methods.—

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/ Please delete the paragraph beginning at page 6, line 9.